

UB1622FX-PRO Effect Presets

Ultra-Low Noise Design 16-Input 2/2-Bus Mic/Line Mixer with Premium Mic Preamplifiers and Multi-FX Processor

| No. | Effect | Description |
|--------------------------------|--------------------|---------------------------|
| Hall 00-09 | | |
| 00 | Small Hall 1 | approx. 1.0s reverb decay |
| 01 | Small Hall 2 | approx. 1.2s reverb decay |
| 02 | Small Hall 3 | approx. 1.5s reverb decay |
| 03 | Mid Hall 1 | approx. 1.8s reverb decay |
| 04 | Mid Hall 2 | approx. 2.0s reverb decay |
| 05 | Mid Hall 3 | approx. 2.5s reverb decay |
| 06 | Big Hall 1 | approx. 2.8s reverb decay |
| 07 | Big Hall 2 | approx. 3.2s reverb decay |
| 08 | Big Hall 3 | approx. 4s reverb decay |
| 09 | Church | approx. 7s reverb decay |
| Room 10-19 | | |
| 10 | Small Room 1 | approx. 0.5s reverb decay |
| 11 | Small Room 2 | approx. 0.8s reverb decay |
| 12 | Small Room 3 | approx. 1.0s reverb decay |
| 13 | Mid Room 1 | approx. 1.2s reverb decay |
| 14 | Mid Room 2 | approx. 1.5s reverb decay |
| 15 | Mid Room 3 | approx. 1.8s reverb decay |
| 16 | Big Room 1 | approx. 2.0s reverb decay |
| 17 | Big Room 2 | approx. 2.2s reverb decay |
| 18 | Big Room 3 | approx. 2.5s reverb decay |
| 19 | Chapel | approx. 3s reverb decay |
| Plate 20-29 | | |
| 20 | Short Plate | approx. 1.0s reverb decay |
| 21 | Mid Plate | approx. 1.5s reverb decay |
| 22 | Long Plate | approx. 2.2s reverb decay |
| 23 | Vocal Plate | approx. 1.2s reverb decay |
| 24 | Drums Plate | approx. 1.0s reverb decay |
| 25 | Gold Plate 1 | approx. 1.2s reverb decay |
| 26 | Gold Plate 2 | approx. 2.0s reverb decay |
| 27 | Short Spring | approx. 1.0s reverb decay |
| 28 | Mid Spring | approx. 2.0s reverb decay |
| 29 | Long Spring | approx. 2.5s reverb decay |
| Gated/Reverse 30-39 | | |
| 30 | Gated Rev Short | approx. 0.8s gate time |
| 31 | Gated Rev Mid | approx. 1.2s gate time |
| 32 | Gated Rev Long | approx. 2.0s gate time |
| 33 | Gated Rev XXL | approx. 3.0s gate time |
| 34 | Gated Rev Drums 1 | approx. 0.8s gate time |
| 35 | Gated Rev Drums 2 | approx. 1.2s gate time |
| 36 | Reverse Short | approx. 0.8s gate time |
| 37 | Reverse Mid | approx. 1.2s gate time |
| 38 | Reverse Long | approx. 2.0s gate time |
| 39 | Reverse XXL | approx. 3.0s gate time |
| Early Reflections 40-49 | | |
| 40 | Early Reflection 1 | Short |
| 41 | Early Reflection 2 | Medium-short |
| 42 | Early Reflection 3 | Medium-long |
| 43 | Early Reflection 4 | Long |
| 44 | Short Ambience | Short |
| 45 | Mid Ambience | Medium-short |
| 46 | Live Ambience | Medium-short |
| 47 | Big Ambience | Medium-long |
| 48 | Stadium | Long |
| 49 | Ghost Ambience | Extra long special FX |

| No. | Effect | Description |
|--------------------------|--------------------|--|
| Delay 50-59 | | |
| 50 | Short Delay 1 | Like a short shattering |
| 51 | Short Delay 2 | 1-2 short impulse(s) |
| 52 | Short Delay 3 | 1-2 short impulse(s) |
| 53 | Mid Delay 1 | Classical delay for up-tempo music (115-125 BPM) |
| 54 | Mid Delay 2 | Classical delay for mid-tempo music (105-115 BPM) |
| 55 | Mid Delay 3 | Classical delay for slow-tempo music (95-105 BPM) |
| 56 | Long Delay 1 | Classical delay for reggae-tempo music (85-95 BPM) |
| 57 | Long Delay 2 | Classical delay for dub-tempo music (75-85 BPM) |
| 58 | Long Delay 3 | Extra long (nearly infinite) delay effect |
| 59 | Long Echo | Extra long canyon echo effect |
| Chorus 60-69 | | |
| 60 | Soft Chorus 1 | Unobtrusive effect |
| 61 | Soft Chorus 2 | Unobtrusive effect with different color |
| 62 | Warm Chorus 1 | Analog sounding |
| 63 | Warm Chorus 2 | Analog sounding with different color |
| 64 | Phat Chorus 1 | Pronounced chorus effect |
| 65 | Phat Chorus 2 | Pronounced chorus effect with different color |
| 66 | Classic Flanger | Standard flanger effect |
| 67 | Warm Flanger | More analog touch |
| 68 | Deep Flanger | Deep modulation impression |
| 69 | Heavy Flanger | Extremely pronounced effect |
| Phase/Pitch 70-79 | | |
| 70 | Classic Phaser | Standard phaser effect |
| 71 | Warm Phaser | More analog touch |
| 72 | Deep Phaser | Deep modulation impression |
| 73 | Heavy Phaser | Extreme strong effect |
| 74 | Pitch Shift Detune | 2-3 times detune for a wider solo voice sound |
| 75 | Pitch Shift +3 | Minor third added voice |
| 76 | Pitch Shift +4 | Major third added voice |
| 77 | Pitch Shift +7 | Quint above added voice |
| 78 | Pitch Shift -5 | Fourth down added voice |
| 79 | Pitch Shift -12 | 1 octave down added voice |
| Multi 1 80-89 | | |
| 80 | Chorus + Reverb 1 | Soft chorus + medium-short reverb |
| 81 | Chorus + Reverb 2 | Deep chorus + medium-long reverb |
| 82 | Flanger + Reverb 1 | Soft flanger + medium-short reverb |
| 83 | Flanger + Reverb 2 | Deep flanger + medium-long reverb |
| 84 | Phaser + Reverb 1 | Soft phaser + medium-short reverb |
| 85 | Phaser + Reverb 2 | Deep phaser + medium-long reverb |
| 86 | Pitch + Reverb 1 | Soft voice detuning + medium-short reverb |
| 87 | Pitch + Reverb 2 | Fourth above internal + medium-long reverb |
| 88 | Delay + Reverb 1 | Short delay + medium-short reverb |
| 89 | Delay + Reverb 2 | Medium-long delay + medium-long reverb |
| Multi 2 90-99 | | |
| 90 | Delay + Gated Rev | Short delay + medium-long gated reverb |
| 91 | Delay + Reverse | Medium-short delay + medium-long reverse reverb |
| 92 | Delay + Chorus 1 | Short delay + soft chorus |
| 93 | Delay + Chorus 2 | Medium-long delay + deep chorus |
| 94 | Delay + Flanger 1 | Short delay + soft flanger |
| 95 | Delay + Flanger 2 | Medium-long delay + deep flanger |
| 96 | Delay + Phaser 1 | Short delay + soft phaser |
| 97 | Delay + Phaser 2 | Medium-long delay + deep phaser |
| 98 | Delay + Pitch 1 | Short delay + fourth down interval |
| 99 | Delay + Pitch 2 | Medium-long delay + minor third above interval |

UB1622FX-PRO Block Diagram

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